



GAME NOTES

Surrey Eagles
at
Wenatchee Wild

Friday December 2, 2016



The Wenatchee Wild (22-5-1-0) wrap up a five game homestand tonight. The Surrey Eagles (11-17-2-0) are making their first of two regular season visits this year to Wenatchee.

HEAD TO HEAD: Wenatchee swept the season series last year, winning all seven games. This year, the Wild took the first game, 6-5 in OT, and Surrey won the second game, 6-1. The first two games were played at South Surrey Arena. Last night, the Wild used three third period goals to take a 4-1 win.

STANDINGS: The Wild remain in first place in the Mainland Division, one point ahead of Chilliwack with three games in hand. The Eagles are currently in fifth place in the Mainland Division, just one point out of a playoff spot behind Langley.

WHO TO WATCH FOR: **Brendan Harris** continues to lead both the Wild and the BCHL with 52 points (12g, 40a), while **Charlie Combs** is second in overall points (46 pts.) and leads the BCHL with 31 goals. **Alex Bates** leads Wenatchee defense with 21 points (1g, 20a). Surrey is powered by Darius Davidson (17g, 19a) and Desi Burgart (12g, 18a) while Nick Minerva (7g, 17a) heads the defense.

HOME COOKIN': Wenatchee continues their undefeated streak at Town Toyota Center this year with a record of 13-0-0, and have now outscored their opponents by a combined total of 83-21. The Eagles are 4-13-1-0 on the road this season.

MOVING ON: Next week the Wild embark on a four game road trip with a stop in Coquitlam on Wednesday before heading off to Vancouver Island for games at Nanaimo, Victoria, and Alberni Valley. For the Eagles, after the two game set here in Wenatchee they'll return home to face Alberni Valley on Sunday, then Chilliwack on Thursday before heading off to rematch with the Chiefs on the road Saturday, then back home Sunday against Cowichan Valley.

MEDIA: Tonight's game and all Wild games are aired on Sunny FM (93.9 FM), and available on a pay-per-view basis with HockeyTV.com. Tonight's Pregame Show airs at 6:45 pm.